

Operating Systems and Services. Edited by R. Rajkumar. Kluwer Academic, Boston. (1999). 197 pages. \$104.95, NLG 215, GBP 68.25.

Contents:

ARMADA middleware and communication services (T. Abdelzaher, S. Dawson, W.-C. Feng, F. Jahanian, S. Johnson, A. Mehra, T. Mitton, A. Shaikh, K. Shin, Z. Wang and H. Zou). An open environment for real-time applications (Z. Deng, J.W.-S. Liu, L. Zhang, S. Mouna and A. Frei). On developing distributed middleware services for QoS- and critically-based resource negotiation and adaption (J. Huang, Y. Wang and F. Cao). The spring-system: Integrated support for complex real-time systems (J.A. Stankovic, K. Ramamritham, D. Niehaus, M. Humphrey and G. Wallace). Expressing and enforcing timing constraints in a dynamic real-time CORBA system (V.F. Wolfe, L.C. Dipippo, R. Ginis, M. Squadrito, S. Wohlever and I. Zyk). Regular paper: To schedule or to execute: Decision support and performance implications (B. Hamidzadeh, Y. Atif and K. Ramamritham).

Models for Repeated Measurements, Second Edition. By J. K. Lindsey. Oxford University Press, New York. (1999). 515 pages. \$75.

Contents:

Notation and symbols. I. Introduction. 1. Basic concepts. 2. Fundamentals of modelling. 3. Multivariate models. II. Continuous measurements. 4. Heterogeneous populations. 5. Longitudinal studies. 6. Non-normal responses. III. Categorical and count data. 7. Overdispersion. 8. Longitudinal discrete data. IV. Duration data. 9. Frailty. 10. Event histories. V. Planning a study. 11. Design issues. 12. Modelling missing data and dropouts. Appendices. A. Data tables for the examples. B. Data tables for the exercises. Bibliography. Index.

Python Programming on Win32. By Mark Hammond and Andy Robinson. O'Reilly, Sebastapol, CA. (2000). 652 pages. \$34.95.

Contents:

Preface. I. Introduction to Python. 1. What is Python? 2. Python language review. 3. Python on Windows. 4. Integrated development environments for Python. 5. Introduction to COM. II. Building an advanced Python application. 6. A financial modeling toolkit in Python. 7. Building a GUI with COM. 8. Adding a macro language. 9. Integration with Excel. 10. Printed output. 11. Distributing our application. III. Python on Windows cookbook. 12. Advanced Python and COM. 13. Databases. 14. Working with email. 15. Using the basic internet protocols. 16. Windows NT administration. 17. Processes and files. 18. Windows NT services. 19. Communications. 20. GUI development. 21. Active scripting. 22. Extending and embedding with Visual C++ and Delphi. IV. Appendixes. A. Key Python modules and functions. B. Win32 extensions reference. C. The Python database API version 2.0. D. Threads. Index.

Knowledge Engineering and Management: The CommonKADS Methodology. By Guus Schreiber, Hans Akkermans, Anjo Anjewierden, Robert de Hoog, Nigel Shadbolt, Walter Vande Velde, and Bob Wielinga. The MIT Press, Cambridge, MA. (2000). 455 pages. \$50.

Contents

Preface. 1. Prologue: The value of knowledge. 2. Knowledge-engineering basics. 3. The task and its organizational context. 4. Knowledge management. 5. Knowledge model components. 6. Template knowledge models. 7. Knowledge model construction. 8. Knowledge-elicitation techniques. 9. Modelling communication aspects. 10. Case study: The housing application. 11. Designing knowledge systems. 12. Knowledge-system implementation. 13. Advanced knowledge modelling. 14. UML notations used in commonKADS. 15. Project management. Appendix: Knowledge-model language. Glossary of graphical notations. References. Index.

The Beginner's Guide to Mathematica® Version 4. By Jerry Glynn and Theodore Gray. Cambridge University Press, Cambridge, U.K. (2000). 434 pages. \$74.95 (hardback); \$29.95 (paperback).

Contents:

Preface. 1. The basics. 2. For users of older versions of *Mathematica*. 3. Speaking to *Mathematica*. 4. Lists, tables, vectors, and matrices. 5. Numerical calculations. 6. Algebra. 7. Packages. 8. Two-dimensional plotting. 9. Three-dimensional plotting. 10. Other graphics and sounds. 11. Calculus. 12. Text and document features in *Mathematica*. 13. Programming. 14. Programming the front end. 15. Mathematics and science education. 16. *Mathematica* and the internet. 17. Statistics and data analysis. References. Index (unprofessional).

Experimentation in Software Engineering: An Introduction. By Claes Wohlin, Per Runeson, Martin Höst, Magnus C. Ohlsson, Björn Regnell and Anders Wesslén. Kluwer Academic, Boston. (2000). 204 pages. \$120, NLG 280, GBP 83.

Contents:

Foreword. Preface. Acknowledgement. 1. Introduction. 2. Empirical strategies. 3. Measurement. 4. Experiment process. 5. Definition. 6. Planning. 7. Operation. 8. Analysis and interpretation. 9. Presentation and package. 10. Literature survey. 11. Example: Experiment process. 12. Example: C versus C++. 13. Exercises. Appendix A: Statistical tables. Appendix B: Experiment process overview. References. About the authors. Index.